

2007-2008 District 5 Game Information

1. Score Sheets - Home team is responsible for filling out score sheets before game, and assigning minor officials. (see #7 below) All coaches must be listed on the score sheet before the start of each game, head coach first. **Coaches' CEP information**, signature, game number, **official's names**, **official's District 5 number** and association NAMES must be listed on the score sheet. The original (white) game score sheets MUST be mailed to the designated District 5 board member within 5 days by the winning team, if the game ends in a tie, this then becomes the home team's responsibility. Detailed procedures are contained within the District 5 handbook.
2. Warm-up Period – Warm-up time at the start of each game will be for 5 minutes. With 1 minute remaining on the clock during the warm-up time, the timekeeper will sound the horn. At this time, players will gather the pucks and go through their pre-game rituals. At the end of the 5-minute warm-up, both teams will have their starting line-up at center ice ready for the face-off. Players will not gather in front of the net at the start of the 2nd and 3rd periods, or overtimes.
3. Coaching Cards - All coaches are to have and carry a USA Hockey Coaching Education Card in their possession while on the bench for all games.
4. Game Times – Teams are to be on the ice by scheduled ice time and 5-minute warm-up will begin as soon as the first team takes the ice. If scheduled game time cannot start on time due to arena delays, than the scheduled ice time will be determined by the referees as to actual starting time. Referees should then notify both teams' coaches as to start time and finish time.

Bantam A/B/C, PeeWee A/B – 15 minute stop time, with a resurface between the 2nd and 3rd 1.5 HOUR TIME LIMIT

All Other Games – 12-minute stop time periods. 1 HOUR TIME LIMIT

****Note** – If time does not allow for stop time in the 3rd period, the following procedures should be taken:

Running Time – Only if necessary, will commence when the arena clock and the official time clock match with time remaining (e.g. 1 hour scheduled game beginning at 7:30, when the arena clock time shows 8:25 and the official time clock shows 5:00 minutes left in the game now will be running time. THIS IS THE TIMEKEEPERS RESPONSIBILITY TO WATCH FOR THIS AND NOTIFY REFEREE(S). THE ONLY EXCEPTION TO THIS IS IF THE ARENA WILL ALLOW THE GAME TO GO OVER THE ALLOTTED TIME SLOT AND WAS CONFIRMED PRIOR TO THE START OF THE GAME.

Time Out – each team will be allowed one 1 minute time out per District 5 game.

6 Goal Differential – 3rd period will go to running time if there is a 6 goal separation.

Excessive Penalties – If a total of 16 penalties have been called at anytime during the game, the game may go into running time with the clock stopping only for injuries. If at anytime after 2 periods of a game have been played and the referee feels the game is getting out of control, or a total of 20 penalties have been accumulated, they will have the option of calling off the game. REFEREE(S) AND COACHES OF BOTH TEAMS ARE REQUIRED TO SUBMIT A REPORT WITHIN 24 HOURS TO THE FOLLOWING PEOPLE:

Dist. 5 MN Hockey Director	Doug Kephart (320) 587-7768
Dist. 5 President	Tim Hanson (320) 235-9472
Dist. 5 Supv. of Officials	Steve Kirshbaum (320) 562-6352

Overtime – No overtime except for playoffs.

5. Penalties – Minor Penalty – 2 minutes Major Penalty – 5 minutes Misconduct Penalty – 10 minutes
Game Misconduct – ejection from present game and following game (fighting will be a 2 game suspension)
6. Leaving the Ice Surface – Visiting team will leave ice first at end of the game.
7. Minor Officials – Announcer, Timekeeper, Scorekeeper and Penalty Bench Attendants. The number of minor officials should not exceed 4, one person can announce as well as do the score sheet. The visiting team shall be allowed to have 1 person work as a minor official. All minor officials shall be a minimum of 18 years of age.
Announcer – Announce only penalties, scorer and assists as instructed by referee.
Timekeeper – To assist the referee(s) with the time of game and penalty times. Do not sound the horn for any other reason as to signal the end of a period, or during a stoppage of play (to get referees attention). Make notice to referee when game needs to go to running time. Please do not put up penalty time until referee has announced the penalty.
Scorekeeper – Record all goals, assists and penalties exactly the same as reported by the referee. Responsibly for securing the names of coaches and certification numbers, and team captain and the designated alternate.
Penalty Bench Attendants – Players are to sit down during their penalty time and should only be let out of the penalty bench door. Notify referee of any profanity directed at minor officials from penalized players. Do not provoke players. Players are to wear helmets with their facemasks down while in the penalty bench.

Occasionally, District 5 is unable to secure enough teams at a certain level to support a league within D-5. When that happens, an Association may be required to participate in a league sponsored by another District. If that happens, it shall **be the Association's responsibility to familiarize, and notify ALL necessary individuals of that league's rules and requirements.**